MilAtari Ltd. Edition

The Milwaukee Area Atari Users Group

MilAtari Dates:

February Meeting
Annual SwapFest!
Saturday, Feb. 20th
12:00 Noon
UWM • Curtin Hall
Room 175

•

MilAtari Board Meeting
Sunday, Feb. 28th
7:30pm
Shakey's Pizza
96th & National

•

March Meeting
Saturday, March 19th
12:00 Noon
UWM • Curtin Hall
Room 175

The Star of "*It Came From The ST Keyboard*"

It's SwapFest Time!
Details inside!

Plus:

The proposed MilAtari By-Law revisions,
David Friedel takes a turn behind the
wheel of Accolade's "Test Drive",
and a PD Graphics Bonanza for
both the 8-Bit and ST!

(And as usual, the editor shoots off his
mouth about something he doesn't like!)

From the President

Nothing gets the old blood circulating on a cold winter day like getting down to the nitty and gritty of haggling over prices. I guarantee SwapFest '88 will be just the thing to take the edge off of old man Winter's chill. So come on down with your used hardware or software and your wallet and get ready to take advantage of some great bargains! The number of tables that we have at the facility is limited, so if what you've got to display doesn't take up a lot of room, it might not be a bad idea to bring along a folding card table or something similar to play it safe. We have to be careful about our start time, so to keep UWM happy, please do not set up until 12:00 Noon. We have the facility until 4:00pm and we'll start the business meeting a little bit later so you'll have plenty of time to do your thing. And don't forget, the club disks, both blanks and PD will be on sale too. So save a few bucks to spend on the club merchandise. We don't want Dennis and Tom to get lonely!

Speaking of which, with the increased support that Tom Bardenwerper is getting, he is actively searching for someone to assist him in his duties as 8-Bit Librarian. I know there's lots of you who would love to get your hands on the 8-Bit Library, so if you're interested, see Tom at the meeting.

Also, I regret to announce that Bill Feest has resigned as Publications Librarian. I want to extend the sincere thanks of the entire club for his 4 years of dedicated work. This of course, means that we will need a member to step forward to fill the position. The Publications library is a great resource, especially in the 8-Bit area. If you have any interest at all, ask me about it at the meeting or give me a call.

February also marks the beginning of the club's election process, and I will be appointing an election committee. I would prefer this committee to be made up of volunteers, so again, if you're interested, see me at the meeting.

Busy, busy, busy. And people wonder why I look tired on Saturdays!

Bruce Welsch
President, MilAtari Ltd.

MilAtari News

What's happening with your User Group

February Meeting:
Saturday, February 20th, 1988
12:00 Noon • UWM
Curtin Hall • Room 175

MilAtari SwapFest '88

The February MilAtari Meeting features the bargain hunters dream come true! It's *SwapFest '88*, the place for you to buy, sell or trade computer related items. It's open to all MilAtari members and you won't believe the goodies!

Here's how it works:
Simply bring any new or used hardware or software that you may wish to sell, grab a table, slap on a price tag and start haggling! Is that easy, or what?

Here's the rules:
- Only MilAtari members may display items for sale.
- Tables will be available on a first come, first served basis.
- Tables may not be set up until 12:00 Noon, no exceptions!
- All items offered for sale must be computer related.
- Any non-working items must be labeled as such.
- MilAtari Ltd. is not responsible for lost or stolen items.

Per federal copyright laws and individual licensing agreements, only original software disks and documentation may be resold. Absolutely *NO* copies may be sold whatsoever. This will be strictly enforced!

February MilAtari SIG Update
February is TeleCommunications Month!

Ron Friedel has promised another gangbuster SIG for this month! This time the subject is modems and 8-Bit terminal programs.

Plus,
MilAtari Sysop Rich Dankert will be conducting a special SIG for ST owners on the ins & outs of Flash!, the popular terminal program for the 16-Bit machines!

The SIGs are gonna be *HOT!* Don't miss 'em!

Proposed MilAtari By-Laws Revisions

MILATARI LTD. BYLAWS

SECTION I
Group Designation

1. The name of this organization shall be MilAtari Ltd., and will be referred to as such in all official documents.

SECTION II
Purpose

1. The purposes of this organization are:

A. To promote the development of the use of computers.

B. To assist members to achieve an understanding of how computers operate.

C. To provide libraries of appropriate materials that may be of interest to computer owners.

D. To publish a newsletter containing items of interest to computer owners.

E. To maintain contact with the many users groups around the world in order to further the usage and understanding of personal computers.

F. Other lawful activities authorized by Chapter 181 of the Wisconsin Statutes: As long as said activities are within the limitations for charitable and educational activities within the meaning of Section 501 (C) (3) of the Internal Revenue Code.

SECTION III
Structure of Authority

1. MilAtari Ltd. elected officers shall consist of: President, Vice President/8-Bit, Vice President/16-Bit, Secretary and Treasurer.

A. The Board of Directors shall consist of the President, Both Vice Presidents, Secretary and Treasurer of the corporation. The Board of Directors shall have and exercise all lawful powers necessary for the conduct of business as a corporation and to carry out it's purposes stated herein.

B. Appointed officers shall consist of: 8-bit and 16-bit Software Librarians, Copyright Software Librarian, Publications Librarian, Bulletin Board System Operator, Public Relations Officer, Cashier, and Newsletter Editor.

1. Appointed officers are to be appointed by the President immediately following the general election. Appointments are subject to approval by a 2/3 vote of the elected officers.

2. The Executive Board shall consist of the elected and appointed officers, and each shall serve a one-year term.

3. The Board of Trustees shall consist of the President, Both Vice Presidents, Secretary and Treasurer. The Board of Trustees shall have no authority other than that of their office and is formed for the purposes of incorporation only.

SECTION IV
Elected Officers

1. The President shall be the administrative head of MilAtari Ltd. He/she shall sign all official MilAtari Ltd. documents, preside or appoint another officer to preside over Board Meetings, the general MilAtari Ltd. meeting. and any other formally scheduled MilAtari Ltd. meeting.

A. The President or his assigned delegate shall conduct all voting, except for the general election in April.

B. The President shall hold each Executive Board member accountable for their respective responsibilities.

C. The President and his/her assigned delegate shall call special meetings as needed.

D. The President shall make interim appointments as needed with the approval of the Executive Board, sign all contracts with the Secretary, and serve as ex-officio member of all committees except that of the nominating committee.

2. The 16-Bit and 8-Bit Vice Presidents shall serve as representatives of their respective areas and shall act as a voice for their constituency in all matters brought before the Executive Board. The Executive Board shall, by majority vote of Board Members present, select one of the Vice Presidents to assume the duties and authority of the President in the President's absence, disability, resignation, or impeachment.

A. The Vice Presidents shall be responsible for the scheduling of facilities, demonstrations, and the equipment and personnel required for same, and perform such duties as may be assigned by the President.

3. The Secretary shall keep all official records of MilAtari Ltd., including, but not limited to; membership database, by-laws, minutes and attendance, as well as the corrections or alterations of these records as adopted by MilAtari Ltd.

A. The Secretary shall see to it that these records, with the exception of the membership database which shall remain private, are made available to the general membership upon request.

B. The Secretary shall record all policies, procedures, and directives as voted on by the Executive Board.

C. The Secretary shall be responsible for all new, and existing memberships, renewals, delinquencies, and club standings. Any dues received shall be turned over to the Treasurer by the next Executive Board meeting.

D. The Secretary shall be responsible for the collection and distribution of all formal MilAtari Ltd. correspondence as directed by the Executive Board.

E. The Secretary shall present a copy of these by-laws to each Executive Board member upon installation, and to the general membership upon request.

4. The Treasurer shall maintain an accurate accounting of all monies received and disbursed by MilAtari Ltd., make an approved monthly report of the financial status of MilAtari Ltd. to the Executive Board, and deposit all monies received within seven (7) days in an institution approved by the Executive Board. It shall be the responsibility of the Treasurer to ensure that all necessary tax forms are completed and filed in accordance with State and Federal laws.

A. The Treasurer shall be responsible for all business involving MilAtari Ltd. monies as defined by its policies.

B. The Treasurer shall pay no billings without proper receipts and shall have all MilAtari Ltd. financial records available for audit or Executive Board review.

C. The Treasurer shall oversee all of the club's property

Proposed MilAtari By-Laws Revisions

and shall require all those to whom it has been assigned to provide him/her with a semi-annual inventory of same.

D. The Treasurer shall be responsible for maintaining the books and records of MilAtari Ltd. in such a fashion that is neat, orderly, and easily understood. If possible, such records should also be kept electronically making use of available computer technology. Within 30 days of assuming the position, the Treasurer shall make a report to the Executive Board detailing the manner in which MilAtari records will be maintained.

SECTION V
Appointed Officers

1. The Software Librarians(8/16 Bit) shall receive, organize, collate, index, describe and maintain MilAtari public domain software and make it available to the membership at a price consistent with MilAtari's expenses in providing this service. They may appoint assistants to facilitate the execution of their duties, and shall keep an accurate record of software and supplies received, distributed, and purchased with MilAtari monies.

A. It shall be the responsibility of the respective librarians to ensure that a second, complete copy of their respective libraries are placed in the custody of an individual, approved by the Executive Board, at a separate location so as to safeguard the libraries. The second copies of the libraries shall remain the property of MilAtari Ltd., and must be surrendered upon request, provided three days notice is given. Any costs incurred in maintaining these secondary libraries shall be born entirely by MilAtari Ltd.

2. The Copyright Librarian shall receive, organize, collate, index, describe and maintain all Copyrighted Software and/or Hardware as may be received or purchased by MilAtari Ltd. He/she shall inspect, maintain, check-out, and check-in all materials under his/her control, make same available at the general meeting and shall see that "usage" donation reports and monies are made available to the Treasurer by the next Executive Board meeting.

3. The Publications librarian shall be responsible for the purchase and other acquisition of Publications as directed by the Executive Board. He/she shall inspect, maintain, index, catalog, check-in and check-out all Publications and shall make selected/requested Publications available at each general meeting.

4. The Bulletin Board System(BBS) Operator(SysOp) shall operate, maintain, and oversee the MilAtari BBS. The SysOp shall implement the BBS on club-owned equipment and shall have a club-supported telephone line installed in his/her home. He/she shall utilize whatever knowledge, skill and time as is reasonable to improve, enhance and protect the BBS.

A. He/she shall maintain the standards approved by the Executive Board and deny access to those not conforming to the standards.

5. The Cashier shall act as a liaison between the Treasurer and Public Domain Librarians in the handling of sales transactions at the general meeting, and shall be responsible for security in the areas that such transactions take place.

6. The Newsletter Editor shall be responsible for the editing, printing and distribution of a monthly newsletter to all MilAtari Ltd. members, to be delivered prior to the general meeting. He/she will receive any and all materials to be considered for review or publication including other user group newsletters as may be received on an exchange basis.

A. The Editor shall be responsible for the acquisition, implementation, and approval of advertising in the newsletter, and shall be responsible for turning over monies received for same to the Treasurer on a timely basis.

B. The Editor shall arrange for the expeditious exchange of newsletters with other desirable Atari user groups, and shall be responsible for setting policy with regards to same.

C. The Editor shall be responsible for turning over exchange newsletters to the Publications Librarian on a timely basis, and will ensure that software obtained for review is handled in accordance with the direction of the parties involved.

D. The Editor is charged with maintaining a high standard of quality as to the content and appearance of the newsletter to such degree as is financially possible. As the newsletter is the official publication of MilAtari Ltd., the Editor is hereby directed to make all possible efforts to output a newsletter consistent with state-of-the-art desktop publishing technology.

7. The Public Relations Officer shall be responsible for communications between MilAtari Ltd. and such organizations and businesses that it may be desirable to inform of MilAtari Ltd. activities. He/she will be responsible for public announcements as to the time and location of general meetings and other such activities as directed by the Executive Board.

A. In the absence of a Public Relations Officer, these duties shall become the responsibility of the President.

8. All Appointed Officers are responsible directly to the President.

SECTION VI
The Executive Board

1. The Executive Board shall consist of those officers as defined in Section III, Article 2, and is the governing body of MilAtari Ltd. Decisions, unless otherwise specified, will be made by a simple majority of the Executive Board members at a scheduled Executive Board meeting. A Quorum for this body shall consist of no less than half of the Executive Board members.

A. In such cases as may arise that necessitate a timely response prior to a regularly scheduled Executive Board meeting, the Board of Directors may take such action as is deemed appropriate so long as a majority of the Directors are in agreement. Such actions may only be initiated by the President and must be reported to the Executive Board at the next regularly scheduled Executive Board meeting.

1. Any actions involving expenditures exceeding 1/3 of the monies in the Treasury require a majority vote by Executive Board members in attendance at a regularly scheduled Executive Board meeting.

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B. The Executive Board will meet as a body at least once per month and remain members in good standing throughout the duration of their office, or forfeit their office.

C. The Executive Board meetings will be open to all MilAtari Ltd. members. Non-officers may participate in discussions under conditions outlined in Section VIII, Article 1.

D. The President-elect is responsible for arranging a joint meeting between the outgoing and incoming Executive Board members by the next regular Executive Board meeting to facilitate the exchange of supplies, equipment, ideas, and perform an in-house audit of all MilAtari Ltd. monies and property.

E. The new officers shall take office at the end of the exchange meeting.

F. All officers will comply with MilAtari Ltd. Bylaws, local, state, and federal laws, and will execute their responsibilities in a polite, dignified, and professional manner. They shall endeavor to present MilAtari Ltd. as an asset to the community.

SECTION VII
Club Meetings

1. General club meetings shall be held once each month at a regular time and place determined by the Executive Board. A Quorum for conducting business at a regular meeting shall consist of no less than 25% of the members empowered to vote.

A. Additional meetings or changes shall be announced in the newsletter or at the preceding general meeting, or both, whenever possible. If circumstances do not permit this action, the Executive Board will make other arrangements for informing the general membership of said meetings.

B. Scheduling problems which may arise outside of the control of MilAtari Ltd. may force temporary suspension of this article.

SECTION VIII
Rules of Order

1. Robert's Rules of Order shall govern all club meetings subject to the discretion of the Executive Board.

A. In the case of disciplinary actions, suspensions, expulsions, or impeachment, the Robert's Rules of Order shall be adhered to by all concerned.

SECTION IX
Adoption or Amendment of the Bylaws

1. The Bylaws may be adopted or amended at any MilAtari Ltd. general meeting by a 2/3 majority vote of the membership in attendance provided that the membership receives a copy of the proposed changes one month prior to said meeting.

A. No Bylaw amendment or change may be presented to the general membership for a vote until it passes the Executive Board with a 2/3 majority vote or is contained in a petition signed by a minimum of 10% of the members in good standing.

SECTION X
Membership

1. Types of membership shall consist of individual, family, and honorary memberships.

A. Individual and Family memberships requires that the member meet the qualifications for admittance to this organization, and have their dues paid. Individual and Family memberships are entitled to one vote and may hold office.

B. Honorary memberships may be conferred upon an individual provided he/she meets the qualifications for admittance and is chosen by the Executive Board for such an honor.

2. Admittance to this organization is open to individuals and families who are interested in using computers.

3. Application for membership must be made to the Secretary of the organization with correct annual dues included.

4. Annual dues are set by the Executive Board. The Executive Board is hereby directed to keep annual dues at a reasonable level and to provide a special discounted rate for "family" memberships so as to encourage family participation in MilAtari Ltd.

5. Membership will not be denied any person based on race, creed, color, sex, or national origin.

6. "Good standing" refers to those members who have no outstanding fines or fees levied against them.

SECTION XI
Committees or Special Interest Groups

1. Committees may be organized any time the Executive Board requires or declares their formation.

2. Special Interest Groups may be organized by any MilAtari Ltd. member in good standing so long as the content, goals, meeting times, and places are approved and registered with the appropriate Vice President.

SECTION XII
Piracy

1. Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd. and shall not be sanctioned by MilAtari Ltd.

SECTION XIII
Election of Officers

1. Election of MilAtari Ltd. officers will be held at the April General meeting, and will be conducted in accordance with the procedures outlined below.

A. The President shall appoint a nominating committee during the February Executive Board meeting. The Committee shall consist of a chairperson and 2 committee members.

B. It shall be the responsibility of the Nominating Committee to record all nominations for the record and to conduct the election at the April meeting, with the chairperson serving as the election judge.

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C. Nominations will be accepted in writing as of the appointing of the Nomination committee, and from the floor at the March general meeting. Any member in good standing may be nominated for any office by any other member in good standing or by him/herself provided the nominee meets the requirements set forth in Section XIV, Article 1.

D. At the conclusion of the March general meeting, it shall be the responsibility of the Nominating Committee to prepare ballots for the April meeting in accordance with the eligibility requirements stated below, with MilAtari Ltd. bearing any cost involved in their printing.

E. The election will be held by secret ballot at the April general meeting with the results being announced at the end of the meeting. The election judge shall have the final decision in all disputes.

F. Administration transition and officer installation shall be conducted as outlined in Section VI, Articles D and E.

SECTION XIV
Eligibility for Office

1. Any member in good standing is eligible to run for any office provided they have not served in that office for two consecutive terms with the most recent term being the one due to expire.

SECTION XV
Resignations

1. Any officer may have his his/her resignation requested by a simple majority of the Executive Board. If possible, and as a courtesy, officers should give a two week notice in writing to the Board of Directors, before resigning their duties. In the case of the newsletter editor, to ensure continuous publication of the newsletter, four weeks written notice is requested.

SECTION XVI
Discipline

1. Charges of professional dishonesty, working against the principles and purposes of the organization, and/or injuring the professional standing of a member, may be filed in a written statement signed by 5 members in good standing and sent to the Executive Board.

2. The accused member shall be notified in writing of the action and shall have the privilege of being present at the special or regular meeting of the Executive Board at which the charges will be considered.

3. The member may be suspended by 2/3 vote or expelled by 3/4 vote of the Executive Board.

SECTION XVII
Restricted Funds

1. All restricted funds must be used as designated by the donor.

2. Endowments and Restricted Funds: Only the interest earned by endowments and restricted funds may be used for the designated purpose of each fund.

SECTION XVIII
Accounting and Audits

1. The President or the Executive Board may call for the financial and property records of MilAtari Ltd. to be produced at any time, from any or all officers r esponsible for the club monies or property, providing the officer has three (3) days notice.

2. The President or Executive Board may call for an in-house audit of club monies or property at any time to be made by the Executive Board, provided there is three (3) days notice.

3. Each outgoing Executive Board must leave in the treasury a sum equal to the unpaid bills or obligations for which the administration is responsible.

SECTION XIX
Dissolution

1. Upon the dissolution of the corporation, the Board of Directors shall, after paying or making provisions for the payment of all of the liabilities of the corpo ration, dispose of all of the assets of the corporation exclusively for the purpose of the corporation in such manner, or to such organization or organizations organized and operated exclusively for charitable, educational, religious or scientific purposes as shall at the time qualify as an exempt organization or org anizations under Section 501 (C) (3) of the Internal Revenue Code of 1954 (or the corresponding provisions of any future United States Internal Revenue Law), a s the Board of Trustees shall determine. Any such assets not so disposed of shall be disposed of by the Circuit Court of Milwaukee County, exclusively for such purposes or to such organization or organizations as said court shall determine, which are organized and operated exclusively for such purposes.

SECTION XX
Proprietary Rights

1. It is hereby recognized and understood that certain items in the possession of MilAtari Ltd., including but not limited to; Software Libraries, Publications, a nd Membership lists, are of significant value. As such, these items are considered to be the sole property of MilAtari Ltd., and may not be sold or distributed without the expressed written consent of a majority of the Executive Board members.

A. As regards the Public Domain software libraries, it is understood that items in the public domain may be sold only for the cost of distribution, and may be distributed freely. The entire libraries however, representing significant expenditures in time, effort and resources in their compilation, shall remain the property of MilAtari Ltd. Unauthorized use or dissemination of the club libraries is forbidden and may result in criminal prosecution.

B. MilAtari Ltd. membership data bases are to be handled with the utmost security. Only Executive Board members who require the databases for the purposes of club business may have access to them. Said databases may not be sold or distributed for any purpose. It shall be the responsibility of out-going Board members to return all data base copies in their possession to the in-coming

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President at the transition meeting.

SECTION XXI
Statement of Intent

While an effort has been made to make these by-laws as comprehensive as possible, it would be impossible to foresee every eventuality. Therefore, by passage of these by-laws, the membership of MilAtari Ltd. agrees in principle that those placed in responsible positions by virtue of these by-laws are mandated to hold the interests of the general membership above all else. In all matters concerning MilAtari Ltd. business, those in a position of responsibility are directed to conduct themselves and their operations in a reasonable manner and to consider first and foremost the welfare of the organization and its members.

Unanimously approved and respectfully submitted by:
The MilAtari Ltd. Executive Board
January 24th, 1988

Some Notes on these revised By-Laws

By way of explanation, the basic reason for submitting these revised by-laws to the membership is a simple one. It was necessary that our old by-laws be revised to facilitate government approval of our non-profit status. Regulations required that we remove any references to a specific brand of computer, in our case, Atari. It was decided that as long as that revision must be submitted to the membership, that a general revision should be intiated so that the by-laws more closely reflect the type of organization that currently exists.

Aside from the removal of references to Atari, there are other changes which you should take note of. The by-laws now call for the addition of another elected official in the form of a separate Vice President for each type of computer. Given the distinctly unique needs of each computer type, this will formally allow us to better support each. This change also brings the number of elected officials to five, avoiding the possibility of "deadlocks" as regards the voting of the Executive Board.

You will also notice that the provision allowing the general membership to vote at Executive Board meetings has not been retained. The overall feeling of the Board was that considering that the membership places their faith in the officials they elect, that the elected officials should be allowed to conduct the business of MilAtari without undue outside influence. For the record, there was a great deal of discussion on this particular change. It should be noted that the members at the Executive Board meeting, which included several non-Board members, voted unanimously to omit the section.

You will also notice that individual duties of both elected officials and volunteers have been spelled out very specifically. In addition, procedures involving the property and monies of MilAtari Ltd. have been laid out in some detail. As MilAtari becomes larger and more complex, these additions should provide us with a rock-solid base from which to operate and prosper, while protecting assets of the club.

Please take the time to read the by-laws carefully. Feel free to post any questions you have prior to the meeting on our BBS, or give a club officer a call. We have tried to keep the by-laws as free of "legalese" as is possible, but don't hesitate to ask about anything you're not sure of. This revision is based on a model currently being used by an Atari group in Utah, and modified to more closely reflect the present and future needs of our membership. It is the sincere belief of the Executive Board that these by-laws will serve the membership well, and they have our unanimous approval.

In accordance with the current by-laws, these revisions are being presented 30 days in advance of their presentation at the March meeting, at which time the general membership will be asked to vote on them. Passage of these revised by-laws requires a 2/3 majority vote of the membership in attendance.

Minitel - The French Connection

Transcribed by George Caron

It's free for the asking. The French Phone Co. (DGT) delivers it to your home and installs it. It is a miniature terminal designed to serve as an electronic phone book, but does so much more. DGT has made millions with it. It's a wonder that Ma Bell hasn't tried her hand at it. Maybe, one of the new private phone "carriers" will soon join the dance.

The following article was written by Pierre Cayrol and Jacques Rendu and published by: "Journal Francais d'Amerique", 03/87 edition, Santa Anna CA 92705-0107. Translated from the French by George H. Caron.

"Hi you guys!" "I'd like to rap with Pierre". "Hi! It's me, whaddayawant?" etc... etc... Welcome on the Minitel, it is the new "rage" with the French... and good luck with the vocabulary of the 80's.

Imagine a little screen, beige and brown, no more than 9 inches and a keyboard directly connected to the phone line, (no modem needed). From now on, it is no longer necessary to leave the house, just type in a number and you can converse with Pierre Paul and Jean (The Tom Dick and Harry equivalent), verify the balance of your checkbook, check the timetables with the Railroad company, or consult a doctor. Purchase a car or a package of noodles, nothing could be simpler! Minitel lets you do it, and even lets you use a pseudonym, should you wander in the area of pinkish tinted messages.

This enterprise, in spite of its frivolous exteriors, certainly is very serious. France - before any country, including the US - is experiencing telecommunications "en masse". At the office or at home, 4.5 million Frenchmen are now fans, and 2.2 million Minitels are in operation.

Enterprises, banks, public utilities and "serveurs" (programmers of special software for Minitel -- the word "Serveur" will reappear later in the text), have no intention to miss the boat! In 1986, Minitel rang up $200,000,000.00 in business, of which $116,000,000.00 went to the Serveurs.

Minitel is a contraction of "Mini" and "Telematic". The original idea was essentially simple: Distribute (AT NO CHARGE) these small terminals to all telephone subscribers requesting it, and thus offer them an electronic phone book "on screen" to replace the enormous phone directories which devour so much paper. The idea of gratuity certainly had a lot to do with the success of the plan. To find a phone number, you simply type in the name of Mr. John Doe to see your screen display the phone numbers of all the John Doe's residing in your area. You then pick the one you want.

However, Minitel can do much more. Its inventors (back in 1970) quickly understood it. It would have been a pity to limit this marvelous toy of telematique to only a "phone book". Minitel is now wide open to all service companies which ask for it. Anyone is free to offer absolutely anything, under the condition, (commerce obliges), that the DGT (Direction Generale des Telecommunications - the Phone Co. -- if you wish), finds in it some profit.

The Serveur offers the product, again literally anything he wants. The subscriber pays for that a fee of about 13 cents for 45 seconds on-line with the Phone Co., which handles all the billing. Stay on line for an hour and your phone bill can stretch close to $10.00 extra. For Minitel addicts, phone bills become quite stiff. Generally, in the months which follow the installation of the little magic box, phone bills increase four, ten or fifteenfold. Generously, DGT kicks back to the Serveurs $6.30 for each hour of communication.

Quick calculation: The "Parisien Libere", a daily newspaper which was first aboard Minitel receives an average of 1,238,000 calls a month, totalling 155,000 hours of "on line" time. Translated into hard cash, "Parisien Libere" collects about $1,000,000.00 a month thanks to Minitel. And even considering that to operate and run that kind of service it takes a team of top-flight engineers and tele-technicians which aren't paid the minimum scale, the business surely is profitable. So profitable that today, thousands of "micro-Serveurs" send their messages to whomever wants to read 'em. Anything and everything. Some open and close shop from one day to the other. But endless is the list of those who find their little niche under the warm sunshine of Telematique.

From your Minitel screen you may consult your horoscope, your bank account, the weather forecast, unearth news in your favorite newspaper, consult with a doctor, a vet, a psychiatrist or even a "sexologist". The SNCF (the R.R. Co.) has had big success with train riders. If you want home delivery of a few packages of noodles, or several liters of oil, just type in "Telemarket", and so on. Not to mention erotic messages which fill the nights of some users for very personal services.

Better yet, love stories cling onto this little window made in France. A Parisian weekly publication was relating the story of two pseudonyms: "Schnapps" and "Pollux",(when communicating on Minitel you create your own pseudonym). These two government employees who were courting, not knowing each other, wound up marrying. She is an IRS clerk, and he, a schoolteacher.

Minitel lists 1,400 services of all kinds within the reach of an access number from your residence. You find everything on Minitel, especially in the domain of messages. Prostitutes advertise, homosexuals inquire, and some odd couples are on the "look-around." It has reached a point where congress is about to enact legislation to limit these abuses.

New Serveurs organize modish cocktail parties to herald their entry on the network, just to get acquainted. Posters are spread in the subway and on the buses. Radio and TV spots are also used. You can call a politician or his party to ask anything you have in mind. There is not a dinner in town where people do not talk about "it" (Minitel). France is living its telecommunication revolution not knowing that it is unique. She is in the process of discovering telematique en masse ahead of everybody else in the world.

Better yet, thanks to Minitel, we can hope to communicate with extraterrestrials. Effectively, nearly 10,000 messages collected by Minitel throughout France in 7 months have been sent to the research center of

I've Had It!

by T. Johnson

I'm an owner of an Atari 130XE computer, two disk drives and modem. Ever since I purchased my computer, I have noticed an ever declining number of new software releases for it. According to what I've heard and read, the software companies and now even Atari themselves in Atari Explorer Jan. 88, have one favorite reason. Us Atari users! They claim that us Atarians pirate so much that they can no longer make money on what they produce for the Atari 8-bits. Personally, I'm getting tired of hearing that. In fact, I'm quite fed up. That's why I'm here now, blowing off steam by writing an article for a newsletter that's sent to several software companies, in hopes of results better than talking to a brick wall.

Don't get me wrong. I'm not saying there aren't any Atari pirates out there, or that it's right. All I'm saying is that there is more than one reason for the software producers not making money, not just pirates. First, let's take a look at the pirates and their computers.

Believe it or not, not all pirates own and operate on Ataris. It's a well known fact that IBM'S, Commodores etc. have pirates of their own. For example, in Atari Explorer for Jan. 88, the people at the Atari company point their fingers at Eli Tomlinson who produced the disk duplicating package called Chipmunk. Eli said that he got the idea from similar duplicating packages for IBM and Commodore, so he thought he'd market one for the Atari. Guess what. The Atari was actually behind the others in this respect! So how come it's only the Atari

versions that lose money for the makers?

Now, let's take a look at the software that was produced more than a couple of years ago. Most of it I've seen, isn't worth the asking price. The truth of it is, that it's more fun to see if you can crack the copy protection than to use the program for what it was meant. No, this isn't an excuse or justifiable reason to copy it. The point I'm making is, the software wasn't going to sell anyhow. Proof of this is that some of it is still hanging around in stores, with prices reduced, years after it was produced.

Another question I have for the software companies is: How come there are some companies writing very good programs and even telling you to make a copy? One example is Virtuoso. They tell you how to make a copy, so you can put the original in a safe place. How come they're not worried about pirates? In fact, they even wrote for the Atari first!

Speaking of Virtuoso, they did something that most of the other software producers could learn from. That is, produce a unique program. I already have several airplane simulators, word processors etc. How about something different, like modem games for example. Now that the Atari users are looking for new titles, I'm sure they will sell.

[Editor's note: Discriminating readers will note a similar thread in both Tom's article and mine. Neither one of us knew what the other was going to write about. Does that tell you something?]

(Minitel continued)

Radio Astronomics of Nancay for outer space destination. These messages, recorded on tape, will circulate at the speed of light for thousands of years. They will reach the nearest star in 20 years. But the probabilities of receiving an answer are however in the range of 5,000 to 10,000 years. No doubt that long before that, Minitel will have conquered the Universe, and that the extraterrestrials will only need to finger on their keyboards:" Message acknowledged, 5 by 5, help on the way".

Over two thirds of the users of this formidable data bank are under 40. Many of them, frightened by the size of their phone bill, have decided not to leave the instrument within the reach of their children, big consumers of arcade games, and even hide them in closets unless they can get on line using their company's account. In desperation, the "ordinary" consumer only uses the little magic box as a phone directory, which is so convenient... and free.

A genuine eldorado, DGT (the Phone Co.), after a modest start in 1984, has since paid millions of dollars to the Serveurs. This kind of progress now ranks Minitel among the best investment for entrepreneurs.

Very last service to date: "GAG", which from its Alsace location, offers F1.25 (25 cents) of good humor a day. The ambition of these two programmers: "create the reflex of a morning gag, much like the morning weather

forecast reflex, and with jokes, riddles, and such, double the average daily laughing time of each Frenchman, which the experts have evaluated at 2 minutes per day." A very serious enterprise.

[The actual Minitel terminal really isn't much to look at, a rather small affair sporting a "chiclet" keyboard, a monitor, and very little else. Although I haven't seen the specs on it, it's a safe bet that it's little more than 8-bit technology in something slightly larger than an old Sinclair housing. Those of you who already have modems will notice the similarities with GEnie, CompuServe, and other existing US services. You will also notice the similar problem of ringing up extra-large phone bills. Some things are constant the world over...

How France's 2.2 million users compares with the number of existing modem users in the US is hard to say. I would guess that as a percentage of the respective populations, there are more users "wired in" here than in France. Although as a socially accepted item, we definitely have some catching up to do.

Again, our thanks to MilAtari member George Caron for his time and effort in giving us this unique international perspective. With the ST being the dominant European machine, the importance of this cannot be overstated.

Ed.]

Accolade's "Test Drive"

An ST Review by David Friedel

> **TEST DRIVE by Accolade**
> **Exotic Car Driving Simulation**
> **Overall Difficulty: Medium**
> **Overall Rating: Excellent**
> **Suggested Retail: $39.95**

You finally made a million going public with your software company, and you have always wanted to drive a exotic sports car, so here is your chance. You eagerly examine the choices, Porsche 911 Turbo, Ferrari Testarossa, Lotus Turbo, Lamborghini Countach, or the good 'ol Corvette. You choose the car and your heart races as the salesman hands you the keys, and says, "Go for a TEST DRIVE."

This exciting new game by Accolade is a computing first for me. Until now you never had the choices of cars, or the smooth scrolling along with the other features. It offers five of the most spectacular and expensive cars in the world. And you can choose any of them for only the $39.95 that you pay for the game.

The game starts out with you choosing what type of car you would like. Your choices are Porsche 911 Turbo, Ferrari Testarossa, Lamborghini Countach, Lotus Turbo, and Corvette. By pushing the joystick up and down you can see what the car looks like, and the statistics on the car. (Acceleration Time, Braking Time, Price, Type of tires that are on the car, Etc.) Press the button when you have found a car you like, then the window (or door) will roll down on the car and a little guy with sunglasses on will look at you, smile and take off to attempt to beat The Rock, a stretch of mountain road, ideal to put a sports car through it's paces.

Now you switch the disk and the computer loads up "The Rock". "The Rock" is a twisting, long stretch of road that winds around a mountain, and it is no easy chore to get up. You see through the front windshield, with the rear view mirror off to the right of the screen. On the bottom, is your dashboard. There are fuel, oil pressure and other gauges, but you only have to worry about the RPM, and the Speed gauges. By pushing the stick forward and leaving it forward, you rev the engine up. When the RPM's is at 6-7 thousand, press the button and 'burnout' of the bottom of "The Rock". First, Second, Third, Fourth, and finally Fifth gear, as you hit lightspeed going 140-150 miles per hour. The 5 speed stick shift is good. If you select to see the stick all the time, you can see it changing gears and the styling. Every car is different. The dashboard, the gauges are all different, and many other things make this game great!

The neat thing about Test Drive that makes it so different from other sports car simulations, is the landscape, and the other cars. The landscape is a wall of rock on one side, and a cliff on the other. There are "dips" in the road, which at the speed that most people drive, they would launch off the dip, like a car chase in San Fransico. The turns are challenging, but there are even road signs to help out the driver! Look for these signs, and you will be able to drive better. Without them, you might as well forget even getting to the end. Plus there are Cadillacs, Aerostars, and Semi-trucks, that you either have to pass, or avoid when they come at you. Going 120-130 mph it is VERY hard avoiding these vehicles. One nice thing also is the expressions on the people when they are hit by your 50 thousand dollar sports car! Another nice touch are the bugs that hit your windshield. You see a little dot on the screen and all of a sudden SPLAT, bug guts all over your "clean" windshield.

Of course, no driving simulation would be complete without the unavoidable fuzz. You have a radar detector on the screen, and when those 3 lights turn red, you have been caught in a speed trap. Put the pedal to the metal, and take off, or else you will be caught and given a ticket. The natural speed demon should have no trouble avoiding these cops, but when you are caught, you lose time, which in this game is a major loss.

The scoring is based on how fast you can get to gas stations along the way. If you average 127 mph, you'll get a great score. If you average 80 mph you would be not too good. Anything under 50 mph and the car dealer decides that a sports car isn't for you, takes back the keys, and you end your Test Drive. Gas stations are set 10 or 15 miles apart, so if you drive fast, you should get there real fast. You can always tell if you are close to the gas station when you see the "Gas Station - 1 mile" sign. When you get to the station, the computer automatically downshifts for you, so that you don't blow the engine. (Another great addition to the game. Over-revving and blowing the engine.) The station attendant will often make little quips about your speed and time it took you to get to the station. My favorite is "Pass any low flying planes?!" You will get your average speed, time it took you to get to the station, and your score. Press the button and you are off again!

This game is a dream to play. The car choices, the realism, the Gas Station, the bug guts, and the other neat little additions to your car make this the best car driving simulation I have ever seen. What Atari's Pole Position, EPYX's Pitstop I and II, and Activison's Great American Road Race, couldn't do, Accolades Test Drive has done.

My complaint is that the cars can get boring after you have played the game 50-75 times, and the track is ALWAYS the same. Play the game for the first time and you might struggle to get through the first stage, by the 20th time through the first stage you can fly by it in 1 minute and 27 seconds! Accolade says that they will have a sequel to Test Drive. Hopefully it will have another type of track, and different cars. (Maybe a classy version. Choose a Mercedes, BMW, or Saab, and drive the Autobahn... Or a foreign car version....)

Aside from the repetition, this is a great game. It will keep you coming back and playing again and again. Oh, and I highly recommend it to any teenagers like me who can't drive yet. Maybe this game will hold your urge to drive until you are 16. But world watch out when I turn 16, then it will be MY Test Drive time !!

ST PD Library Update

Goodies and Graphics and Goofs, Oh My!

MilAtari Ltd. St Public Domain Library Disks are available to members at a price of $3.50 per disk. All programs and files on these disks into the Public Domain and the disks are normally filled to single sided capacity. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced.

ALL GRAPHICS DISKS SPECTACULAR THIS MONTH!
If you don't already have a printer, now is the time to get one!

DISK #141   UTILITY DISK

CONVERT: Picture conversion program. Convert between Degas Mono, Degas Color, Neochrome, and Art Director pictures.

ESP2: ESP Painting System - Painting program with zoom, fill, block, text mode, mirror, and airbrush functions. Program can save or load pictures to Ramdisk and send picture to printer. Press "H" for help mode and click on any menu bar selection to have that menu selection explained.

GFAPAINT: GFA Painter. This program will boot in other resolutions, but don't let it fool you, it is a painting program for you mono monitor owners.

NEOCAL: Produces a calendar of NEO picutres by loading NEO files to screen and dumping the screen image to the printer. Configured for Panasonic and other Epson-compatible printers. Produces calendars for years 1980 through 5000, which should be sufficient for most users.

PIC_CLIP: Creates picture clips from NEO or Degas pictures that can be used by GFA Basic programs.

SPXSHOW: A multi-format slide show program. Loads Degas, Spectrum .SPC / .SPU, and NEO pictures.

DISK #142   PRINTMASTER ICON DISK

This disk contains 120 public domain icons for Printmaster Elite or Labelmaster Elite. They include winter scenes, animals, mythological figures, plus a number of Christmas scenes.

DISK #143   PRINTMASTER ICON DISK

Contains 120 public domain icons for Printmaster Elite or Labelmaster Elite. They include several Atari Logos, icons relating to different Atari computers, cartoon characters, and space and science fiction related icons. In addition, a very nice globe icon is included.

DISK #144   PRINTMASTER BORDERS DISK

A MilAtari Ltd. Exclusive! This disk contains 100 public domain borders for Printmaster Elite. While many of these borders were gathered from different outside sources, many were designed by MilAtari members Dave Mumper and Dan and Linda Fehrer. They are, therefore, not available elsewhere. The especially well done Indian motiff borders were made by Linda Fehrer.

DISK #145   MILATARI COLORING BOOK

VOLUME I - CARTOON CHARACTERS
A MilAtari Ltd. Exclusive! Contained on the disk are over 30 pictures which can be dumped to your printer and then colored. Some of them have a connect-the-dots portion to them. The disk has a utility program on it by Dave Mumper which lets you preview the pictures on the screen before dumping it to the printer. The pictures can be previewed on color monitors in either color or mono modes. In mono mode, you can see exactly what it will look like when printed. A series of pictures can be printed using "wild cards". Printer drivers for Epson-compatible and Okidata Color printers are included on the disk, but any Degas printer driver may be used. All pictures are in Tiny format, and Dave's Tinyview program is included on the disk for fast, consecutive viewing of the pictures.

LIBRARIAN'S ROOM OPENS ON BBS

A new room, the Library Lounge, recently opened on the MilAtari BBS. This room was created for the purpose of allowing between-meeting communication between members and the Librarians. Relating to the ST Public Domain Library, I visualize this as a means of allowing members to:
1) Ask questions about the running of programs included on club disks. Michelle, the Asst. ST Public Domain Librarian and the lady who gives the demos of the club disks at the meetings, has agreed to handle this function.
2) Order club disks. Unfortunately, the club cannot afford to maintain on hand numerous copies of each club disk. In order to avoid turning away members due to being out-of-stock of particular disks, I bring my second ST computer to the meetings to make additional copies of disks. This has occasionally resulted in relatively long waiting periods at the library table for members who are purchasing a number of disks. This room may now be used to place orders

for club disks to be picked up at the meetings. If you wish to order disks, leave a message indicating the disk numbers and your full name. They will then be made up ahead of time and be in the possession of the Cashier, Dale Phillips, at the start of the meeting. This should speed things along nicely. Orders are requested to be posted by 7:00 pm on the Thursday before the meeting. I may get to orders posted after that, but I won't make any promises.

3) Download files posted by me. Although we try to prevent it, occasionally a file is omitted when making up the club Master Disks, or it is damaged when copying files to these disks. When I discover that this has happened, I now can post it in the Library Lounge room for downloading by members, so a delay until the next meeting is not necessary to correct matters. Wouldn't you know, this has happened already! See below.

OOPS! I THINK MY HALO SLIPPED!

In making up the Masters for Disks 137 and 138, I missed putting on the disks EAMON.GFA, a file which when run creates an Eamon character data file. Once the data file has been created, this file is no longer used. Without such a data file, however, your sojourn with the Guild of Adventurers is extremely brief indeed.

EAMON.GFA has now been uploaded to the Library Lounge room. After downloading and de-ARCing it, place it on a disk and transfer to that disk all of the files in the root directory of either Disk 137 or 138 and then run GFA_RO.PRG. When the file selector box comes up, run EAMON.GFA. After the character data file has been created and you have completed the Beginner's Cave portion of the game, you can go on to the other adventures contained on Disks 137, 138, and 139 by transferring the folders containing the other Eamon adventures to that disk. The EAMON.GFA file cannot be simply placed on Disks 137 and 138 due to lack of space. I have modified the Masters of Disks 137 and 138 to include the EAMON.GFA file by moving the PLAYERS.DOC file to Disk 139 and deleting the Wheel of Fortune game files on that disk. You may also simply bring any of the these disks which you purchased to the February meeting and I will update them for you. Since this was my error, naturally no $1.00 updating charge will be levied in this case. I really regret any inconvenience this may have caused any purchasers of these disks. I just hope my application for sainthood won't be rejected because of it. I'd hate to have to start all over again!

As I hope all of you are aware, we will be having a swap meet at the February meeting. To paraphrase an ad, see us before you swap, or see us after you swap, but see us! We have extra good goodies on our club disks this month, so save some money to spend on them. We will also have blank disks to sell, as usual. See you at the ST Public Domain Library table.

Dennis Wilson
ST Public Domain Librarian

8-Bit PD Update

TB Goes Into Overdrive!

HELLO HELLO!

I trust that this issue finds you in good spirits and in good health. It is with a tremendous smile on my face that I release this months collection of club disks. Why am I smiling, you ask? Well, it is because of the fantastic support that I have received from our board of directors and several members in supplying the 8 bit library with some truly top quality material. You know who you are and I am forever in your debt. However, I am in short supply of member-written programs. So let it be said now, *LETS SEE IT!* Bring your disks to the meeting. I am always excited about seeing somthing written by one of us. O.K....? Anyway on to the good stuff.

PRINT SHOP DISKS 9, 10 & 11

Three all new Print Shop picture icon disks each loaded with over fifty all new high quality pictures. No translation is required simply use your master Print Shop disk graphic editor section and away you'll go postering the face of our country side!

DAISY-DOT II

New and greatly improved with over one dozen totally unique fonts. Daisy dot turns Star/Gemini or Epson & compatible dot matrix printers into a "NEAR LETTER QUALITY" printer. This super double sided disk comes with 24 pages of printable documentation. This program is a one of a kind commercial quality utility and is classified as "SHAREWARE". A donation of ten dollars or more is not required, but is certainly appreciated by the author. In return he'll send you an already printed out copy of the extensive docs.

DISK CATALOG MANAGEMENT SYSTEM

Co-written by member Ron Ellenbecker and our Vice President, David Mumper. This program is just the ticket for all you collectors who badly need to organize your files. Once the data has been input, the management system can recall files by their specific name or by using wild cards. The system can search for free space on any of your disks and it titles the catalogued disks for it's own use. Among the many disk operation features are disk formatting and the ability to run basic and machine language progams straight from the system. (Now isn't that special!)

Well as my printer would have me say...Dit,dit,dit and dots all for this month folks!

Tom Bardenwerper
8-Bit Public Domain Librarian

Ahoy Software Developers!

Ltd. Perspectives by Jim Morales, Editor

Avast ye swabs! Aarhh! The pirates is takin' over yer ship!

Yeah, right. Give me a break. When you deal with the business world every day, you get to see a lot of paranoia. From the mailroom to the boardroom, looking over your shoulder becomes a survival skill, if you survive long enough to figure that out. A certain amount of paranoia appears to be healthy in this day and age. So be it. However, when that paranoia gets all blown out of proportion, then perhaps it's time to see a shrink. How sad that a shrink isn't available for the Atari community as a whole.

From Atari Explorer to ST Express to the Roundtables on GEnie, talk of piracy and impending doom for the ST has been on the upswing. You'll notice that the 8-bit isn't mentioned. After all, piracy has already killed it, right? Remind me to mention that to our 100+ 8-bit MilAtari members, they're always looking for a good laugh. Don't you think it's about time to cut the crapola and clue folks in on what's really happening?

At last count, there were 500,000 ST's on the planet. A little less than half that number are in North America. Rough estimates indicate that the number of MS-DOS based machines sold in this country alone is somewhere between 9 and 12 million, depending on whose numbers you believe. Suffice it to say that there are roughly 20 times more MS-DOS machines out there than ST's. If only one tenth of the MS-DOS owners engage in piracy, that's still four times as many pirates as the total number of ST owners in North America! Now, tell me again who has a piracy problem?

Sure, with a smaller user base, piracy among ST users is a serious problem, but in terms of machine market share, MS-DOS developers are losing infinitely more money than any ST developer. Granted, while losing more, they are still making more, but are we talking percentages or straight numbers? There's the rub. Those making the arguments use whatever figures suit their purpose at the time. That's the same modus operandi employed by the Flat Earth Society; use the most convenient numbers.

Every time a developer comes out with something overpriced or borderline useless that doesn't sell, the quick out is to blame piracy. While only a fool would deny that piracy exists, it is my contention that what ST developers face is far more serious a problem, and infinitely more deadly to their bottom line. In fact, it's such a serious problem, that if they don't wake up to it soon, the ST community will suffer immeasurably without seeing hide nor hair of the Jolly Roger.

Unlike folks who either have to use MS-DOS for business reasons, or who get into it because it's *the* thing to do, ST owners in the main bought their machines knowing ahead of time what they were capable of. This is much the same scenario that caused folks to buy 8-bit Ataris, when the Apple was supposedly "the machine". Atari owners are not sheep. They know what they want from their purchase before they buy it, and they darn-sure want to get their money's worth.

Unfortunately, unlike the halcyon days of the 2600, when a programmer with only moderate skills could generate a "hit" and a healthy mound of cash in the process, we are all infinitely smarter now and expect a great deal more from our software. Combine increased expectations with a relatively small user base, and you can pretty well make book on the demise of half-baked software.

So, there you have it. If it's garbage, you aren't going to make a dime. The problem arises when the egomaniacs putting out the garbage aren't mature enough to admit that they didn't deliver the goods. Nope, that would require some intestinal fortitude. It's much easier to blame it on piracy. After all, when piracy is the culprit, you don't have to have any facts to back your claim. A simple overheard conversation at a user group meeting, or a single file on a bad BBS is all it takes to issue a sweeping condemnation. How convenient! Too convenient. The sad news is, it doesn't wash anymore. We're wise to it and we're not going to beat ourselves to death anymore over a developer's inability to put out a quality product.

You want examples? For openers, I suggest you give Spectrum Holobyte a call and ask them why anyone should buy Fleet Street Publisher when it's not good for anything but bush-league output. To add to the fun, ask them how they have the unmitigated hubris to ask anyone to pay extra for drivers just to make their product useful. Yet these are the same folks who will use poor sales and "piracy" as reasons not to direct more energy towards development of Atari software. Is Spectrum Holobyte suggesting we should spend over $100 for an unusable product just so that they can justify doing more for Atari machines? C'mon, who's kidding who?

While I'm here, let me point out that there are over 1,000,000 Atari 8-bits currently in use. It seems to me that if you can create a product that interests 10% of that user base and make $10.00 per unit on it, you're looking at a healthy $1M net added to your bottom line. One of you big brave developers want to explain to me again how there's no money in Atari 8-bit? If GEOS can revitalize the Commodore market, what do you think a similar product would do for the 8-bit Atari?

I strongly suggest you developer types whip out your calculators, put them back in decimal mode and take a serious look at the money that can be made in Atari-dom. The money is here, come and get it! Just a quick word of caution however. It's your job to make us *want* to buy it. In a free-market economy, the consumer does not owe you a living. Smart consumers are the toughest to sell to. You're going to have to do your homework and really bust your tail if you're going to succeed. But after all, that's what entrepreneurship is all about, right?

Just do us all a favor, ok? If you fall short of your American dream because of poor market analysis, lousy marketing and sloppy programming, place the blame where it belongs. A look in the mirror is a good place to start.

User Group & Newsletter Information

MilAtari Ltd.
The Milwaukee Area Atari User's Group

MilAtari Ltd is an independent user education group which is not affiliated with Atari Corp. The newsletter MilAtari Ltd. Edition, is the official publication of MilAtari Ltd., and is intended for the education of its members, as well as for the dissemination of information regarding computer products and related merchandise.

MilAtari membership is open to individuals and families who are interested in using and programming computers. Membership includes a subscription to this newsletter and access to the club libraries. Annual membership is $20.00 for individuals or $25.00 per family.

MilAtari Ltd. also operates a 24 hour electronic bulletin board service. This service is available to all computer users at no charge and is for the sole purpose of exchanging information and public domain programs for Atari personal computers. MilAtari Ltd. maintains a strong anti-piracy policy with regards to computer software. The BBS functions at 300/1200 baud and can be reached at (414) 781-5710.

MilAtari Ltd. Officers

President	Bruce Welsch	774-5253
Vice President	David Mumper	246-6786
Secretary	Demetri Sotiriades	962-2303
Treasurer	Carl Verbanac	453-3940

MilAtari Ltd. Volunteers

BBS Sysop	Richard Dankert	781-2338
Kid's Corner	Chuck Dahms	774-8911
Membership	Bob Bobinger	466-9341
Newsletter:		
Editor	Jim Morales	425-4204
Assoc. Editors	Paul Kuehn	475-6272
	Jerry Fenning	774-2578
Laser Printing	Rick Ohde	281-3036
8-Bit SIG	Ron Friedel	354-1717
ST SIG	Peter Podkowinski	327-6800

Librarians

8-Bit PD	Tom Bardenwerper	332-6762
ST PD	Dennis Wilson	546-0282
ST PD Asst.	Michelle Gross	353-5919
Copyright	Lee Musial	466-9160
Cashier	Dale Phillips	

MilAtari Ltd. Edition

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MilAtari Ltd. Edition Advertising Rates

This newsletter will accept camera-ready, pre-paid advertising copy from anyone supplying goods and services that may be of interest to the membership of MilAtari Ltd.

COMMERCIAL RATES

AD SIZE	COST (US $)
Full Page	$ 37.50
Half page	$ 20.00
Quarter Page	$ 12.50

Advertisement Deadline: 25th of the month.

Submission Policy

Contributions of articles are always welcome. Quite frankly, we thrive on them! Articles may be submitted on 8-bit or ST diskette in care of the MilAtari mailing address on the back cover of this newsletter. Articles may also be uploaded in ASCII file form to the MilAtari Ltd. BBS via modem. MilAtari Ltd. reserves all editorial rights as to content in this publication.

**All submissions must be received
by the 25th of the month.**

Mᴵᴬ

MilAtari Ltd.
The Milwaukee Area
Atari Users Group
P.O. Box 14038
West Allis, WI
53214